

1 **ABSTRACT**

2 Described are mechanisms and techniques for providing interoperability
3 between two different graphics technologies. An application includes windows of
4 two types, a legacy type and a new type. A graphics system includes components
5 that support each of the two types. Interoperability is achieved by creating legacy
6 structures associated with any windows of the new type. A mapping is created
7 that associates the legacy structures with the windows of the new type. Rendering
8 of legacy windows is performed by a first graphics technology, and rendering of
9 new windows is performed by a second graphics technology. The distinction
10 between the two types of windows is noted by the existence of the legacy
11 structures.

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